Amendments to the Claims

1. (CURRENTLY AMENDED) A method of characterizing an acoustic environment ~~(100)~~, comprising: providing first audio signals to a plurality of loudspeakers ~~(110)~~ within the acoustic environment ~~(100)~~, detecting second audio signals from a plurality of detectors ~~(150)~~ that are located at known locations relative to a user location, determining a set of compensation factors ~~(170)~~ based on differences between the first audio signals and the second audio signals, and storing the set of compensation factors ~~(170)~~.

2. (CURRENTLY AMENDED) The method of claim 1, wherein the plurality of detectors ~~(150)~~ are attached to a fixture that is located at the user location.

3. (CURRENTLY AMENDED) The method of claim 2, wherein the known locations of the plurality of detectors ~~(150)~~ correspond to locations of speakers ~~(250)~~ on a headphone device.

4. (CURRENTLY AMENDED) The method of claim 3, further including providing the set of compensation factors ~~(170)~~ to a purchaser of the headphone device.

5. (ORIGINAL) The method of claim 2, wherein the fixture is a head-mounted fixture that is worn by a user at the user location.

6. (CURRENTLY AMENDED) The method of claim 5, further including providing the set of compensation factors ~~(170)~~ to the user, via a commercial transaction.

7. (CURRENTLY AMENDED) The method of claim 1, wherein the set of compensation factors ~~(170)~~ include at least one of: a set of amplitude factors, a set of phase factors, and a set of reverberation factors.

8. (CURRENTLY AMENDED) The method of claim 1, wherein the set of compensation factors (170) include independent sound effects.

9. (CURRENTLY AMENDED) A characterization system ~~(200)~~, comprising: a rendering device ~~(120)~~ that is configured to provide first audio signals to a plurality of loudspeakers ~~(110)~~, a detector device that is configured to receive second audio signals from a plurality of detectors ~~(150)~~, and a comparator ~~(160)~~ that is configured to provide compensation factors ~~(170)~~ based on differences between the first audio signals and the second audio signals; wherein the plurality of detectors ~~(150)~~ are located on the detector device at locations corresponding to speakers ~~(250)~~ on a headphone device, and the compensation factors ~~(170)~~ facilitate a recreation of the second audio signals from the first audio signals via the speakers ~~(250)~~ on the headphone device.

10. (CURRENTLY AMENDED) The characterization system ~~(200)~~ of claim 9, wherein the detector device includes a head-mounted fixture.

11. (CURRENTLY AMENDED) The characterization system ~~(200)~~ of claim 9, further including a storage device that is configured to store the compensation factors ~~(170)~~.

12. (CURRENTLY AMENDED) The characterization system ~~(200)~~ of claim 11, wherein the storage device is configured to store the compensation factors ~~(170)~~ as one of a plurality of sets of compensation factors ~~(170)~~ associated with a user.

13. (CURRENTLY AMENDED) The characterization system ~~(200)~~ of claim 9, wherein the compensation factors ~~(170)~~ include at least one of: a set of amplitude factors, a set of phase factors, and a set of reverberation factors.

14. (CURRENTLY AMENDED) The characterization system ~~(200)~~ of claim 9, wherein the rendering device (120) is configured to provide the first audio signals to effect a three-directional audio ambiance.

15. (CURRENTLY AMENDED) The characterization system ~~(200)~~ of claim 9, wherein the rendering device is configured to provide the first audio signals to the plurality of loudspeakers ~~(110)~~ via a processor ~~(120)~~ that converts the first audio signals into signals that effect a three-dimensional audio ambiance.

16. (CURRENTLY AMENDED) A rendering system ~~(300)~~, comprising: a source ~~(120)~~ of a plurality of first audio signals, and a headphone driver ~~(260)~~ that is configured to apply a set of compensation factors ~~(170)~~ to the plurality of first audio signals and to provide therefrom a plurality of second audio signals for driving speakers ~~(250)~~ in a headphone; wherein the compensation factors ~~(170)~~ are derived from a comparison of signals from a plurality of loudspeakers ~~(110)~~ and signals received at a plurality of detectors ~~(150)~~ arranged in a configuration corresponding to the speakers ~~(250)~~ in the headphone.

17. (CURRENTLY AMENDED) The rendering system ~~(300)~~ of claim 16, wherein the source of the plurality of first audio signals includes a processor ~~(120)~~ that is configured to effect a three-dimensional acoustic ambiance via the first audio signals.

18. (CURRENTLY AMENDED) The rendering system ~~(300)~~ of claim 16, wherein the compensation factors ~~(170)~~ include at least one of: a set of amplitude factors, a set of phase factors, and a set of reverberation factors.

19. (CURRENTLY AMENDED) The rendering system ~~(300)~~ of claim 16, wherein the compensation factors ~~(170)~~ include independent sound effects.

20. (CURRENTLY AMENDED) The rendering system ~~(300)~~ of claim 19, wherein the independent sound effects are subtractive, so as to provide a sound-cancellation effect.